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1: Introduction



"The war for our affection rages on...

For centuries, cats and dogs have fought for the love of their owners in a winner-takes-it-all battleground.

But there can only be one victor...

Enlisting the help of dozens of crazy, colourful pets including birds, insects, cats, dogs and many, many more battle it out for the top spot! Will the cats' nine lives be enough to win? Or, will the dog finally have its day?

Join the fight in Pet Wars and take command of an army of pets in this free-toplay online digital trading card game!"



2: Play to Earn Game

A turn-based online collectible trading card game.

A deck of 30 cards created by the player using numerous characters based on pets is used to reduce an opponent's life from 20 to 0.

<u>Battleground:</u>

The playing field, known as the battleground, is where all cards are played. A maximum of 10 cards can be played by either player onto the battlefield at any time. The players icons are displayed here, with how much life and coins they have. Also, the cards in the players hands and how many cards are remaining in their deck.

Graveyard:

Cards that have been played, or destroyed, will go to the graveyard.

Coins:

The game will revolve around playing cards each turn to protect the players life and to attack the opponent. Every card has a cost ranging from 1-9. At the start of the game, the player starts with 1 coin. On subsequent turns, the player receives an additional coin. Some cards will allow the player to temporarily gain more coins than they currently could own. In some circumstances, this could lift the players coin limit to above the usual maximum of 9.

The Cards:

Player's Hand: The player will start any match with 3 cards, with the player going second drawing an additional card. There is no limit to how many cards a player can have at any one time.

Creatures:

The core to the deck is creatures (pets) which are used to attack the opponent and defend the player. These can be vanilla creatures which have a basic attack and life, while others will have special abilities which make them more useful in specific situations.

Buffs:

These are cards which give the player bonuses, either to themselves or specific creatures on the battleground. For example, creating a shield to protect the players life, or to raise the attack of a creature on the battleground.

Debuffs:

Cards which affect the opponent or the creatures they control. For example, stunning the opponents' creatures for a turn so they cannot attack the player.

3: NFT Collection



PetWars is releasing an NFT collection in anticipation of the game release.

This will allow investors to show their support by purchasing unique limited-edition artwork.

Holders of PetWars NFTs will receive exclusive benefits to reward investors loyalty.

The team wants to make the NFT collection affordable and accessible to every single investor.

The minting cost of each NFT is only 0.5 BNB.

- Holders will be able to stake their NFTs in our pools and earn free PWARS tokens.
- As the team delivers our roadmap, early access to products will be provided to NFT holders.
- All NFTs will be resalable on either the PetWars marketplace or other 3rd parties.
- We will consistently add new and exclusive benefits for our NFT holders.





PetWars seeks to help and support animal-based charities using the power of our cryptocurrency. We will decentralise the decision process that choses worthy charities.

Initially a 1% tax is applied to all trading transactions of PetWars, which is sent automatically to a charity wallet.

100% of funds reaching the recipients

PetWars will never use the funds in the charity wallet for operational costs. Which means 100% of generated funds will reach the charity the community decides to support.

Transparency and accountability

The charity wallet for PetWars will be publicly viewable on the block chain so holders are not only aware of the funds raised, but how the funds are being spent.

This creates a level of transparency and accountability that doesn't exist in other projects.



5: Tokenomics

Total supply: 10 billion Tokens - Fixed Supply

Token Ticker: PWARS

PetWars token is a manually burnable token based on the BSC chain, so not only is supply limited but over time it will be reduced.

Token Distribution

- Presale / Liquidity 58%
- Private Sale: 15%
- Seeding Ecosystem 25%
- Team Tokens: 2%

Token Taxes

Each time a trade takes place on PWARS token, a tax is applied to stop swing trading and front running bots that operate on PancakeSwap

Total Buy Tax 7% - Total sell Tax 11%

Buy Taxes:

- Marketing 2%
- Buyback 2%
- Liquidity 1%
- BNB Holder Reflections 1%
- Charity Wallet 1%

Sell Taxes:

- Marketing 3%
- Buyback 3%
- Liquidity 2%
- BNB Holder Reflections 2%
- Charity Wallet 1%

6: Development Roadmap

Q1 2022 Phase 1 Inception

- Private sale
- Presale on Pinksale
- PancakeSwap listing
- Marketing Campaign
- Listing CMC
- Listing CoinGecko
- Merchandise
- CEX Listing

Q2 2022 Phase 2 Expansion

- Ongoing Marketing
- NFT Minting
- NFT Staking
- CEX Listing
- Rewards Tracker
- · Expanding the community
- Video Commercial
- Game Previews

Q3 2022 Phase 3 Game Launch

- Aggressive Marketing
- Video Commercial Release
- Game Beta Testing
- Social Network Platform
- New NFT Holder Benefits
- Further Exchange Listings
- NFT Market Place
- PetWars game Launch

7: Important Links & Support

PetWars Website:

https://petwarstoken.com

Twitter:

https://twitter.com/PetWarsOfficial

Telegram:

https://t.me/petwarsofficial

Reddit:

https://www.reddit.com/r/PetWarsOfficial

Facebook:

https://www.facebook.com/petwarsofficial

Instagram:

https://www.instagram.com/petwarsgame/